

# HYDRON

## Courageous Leader



**REAL NAME** Daniel Ripper, Jr. **BIO** Hydron is a space sea commander from the domed undersea city of Orca, situated not far from Titus, a small island in the Guardian Sea on Primus. He was ordered by Darius to locate the legendary twin warriors prophesied to defeat the Horde Empire. Arriving on Eternia shortly after Skeletor's victory at the Second Ultimate Battleground, Hydron and his Lieutenant Icarius recruited not only He-Man and She-Ra, but several of the members of the Masters of the Universe who were eager to pursue Skeletor. Preferring the Triton Spear Gun, his weapon of choice is suitable for intergalactic as well as undersea fighting.

**VINTAGE VAULT** The vintage Hydron figure (right) was re-released in the "He-Man" toyline's first wave in 1989. When properly wound, a twist of the figure's waist triggered a swimming action feature.



### NEW ADVENTURES

Hydron was only the second original New Adventures of He-Man hero (after Icarius) to be made in Masters of the Universe Classics. He was released nearly three years after Icarius. The MOTUC Hydron was a faithful update of the vintage action figure while also incorporating pieces and the overall aesthetic from the Masters of the Universe Classics toyline.



### ACCESSORIES



**MOTUC #142 • AFFILIATION** Galactic Protectors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
• **ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (March 17, 2014) • **RELEASE TYPE** Carded Figure





### WELL ARMED

Hydron's lone accessory was a yellow "triton spear gun."

### TRIVIA

The mask on Hydron's face was not removable, which left many collectors wishing the figure had come with an alternate, unmasked head.



Featured on Hydron's cardback were Galactic Protector He-Man, Icarus, Optikk, Slush Head, and Karatti.

**AQUA-MAN** Hydron's oxygen tank was also removable. It featured a breathing tube that could be flipped to the front or tucked behind the figure.



**ALTERNATE VIEWS** Hydron utilized the standard male torso, shoulders, biceps, hands, and upper left leg. His gloves, shorts, upper right leg, boots and feet were newly sculpted parts.

**HATS OFF** Hydron's helmet, which was made from clear plastic, was removable.

**STORAGE SPACE** Hydron's triton spear gun could be stored in a loop on his belt.



**CUTS LIKE A KNIFE** Among Hydron's sculpted details was a non-removable knife on his right leg.





# UNNAMED ONE

## Evil Lord of Chaos



### ACCESSORIES



**REAL NAME** Gorpo **BIO** Formerly an Overlord of the Timeless Dimension, this great wizard betrayed his brethren when he attempted to steal the Power of the Universe for himself. The Aura of the Gods was infused into the Sword of He for protection and Gorpo was stripped of his form and banished to the Nameless Dimension. Here he became known as the Unnamed One, spoken of only in whispers and myth. During his exile, he discovered a method of combining DNA of several reptilian species. He used this knowledge to create an army of cold-blooded warriors which he commanded to raid magical planets in an attempt to consolidate power for his revenge. His evil schemes were at last undone after Dare, the new He-Ro, confronted him in single combat slaying the ancient mage with the very power he once attempted to steal.



### ORIGINS

The Un-named One was first mentioned by King Hiss (but not shown) in the vintage mini-comic "The Pow-

ers of Grayskull: The Legend Begins!" In the comic, Skeletor time-traveled from present day Eternia to Preternia and offered an alliance to the Snake Men of the time, leading King Hiss to wonder if this stranger was an emissary to the Unnamed One whom they served. Mattel decided to revisit this character in MOTUC, making him an evil Trollan and the creator of the Snake Men.

**ABRA CADABRA** The Un-named One's wand shared a few design similarities with Orko's wand, but also featured a snake motif in keeping with the character's ties to the Snake Men. The wand also featured an embedded green "gem" made of translucent green plastic.



**MOTUC #143 • AFFILIATION** The Snake Men • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (March 17, 2014) • **RELEASE TYPE** Carded Exclusive Figure





## IT'S A BLAST

The Unnamed One came with a magical blast effect that fit over his left

hand and was made of translucent green plastic. A closer look revealed that the blast ended in a nest of snakes.

## TWO HEADS ARE

**BETTER** > The Unnamed One came with an alternate, helmeted head.



## < MINI-COMIC

The figure came packaged with a mini-comic titled "He-Man and Skeletor – Their Final Battle." This was the fifth mini-comic released in MOTUC. For a closer look at this comic, see page 641.



## TRIVIA

When it was announced at San Diego Comic-Con in 2013 that the Unnamed One would be the exclusive figure for the 2014 Club Eternia subscription, the figure itself remained hidden under a black cloth with an orange question mark in the Mattel display case alongside other new MOTUC figures. The figure was not officially revealed until it arrived in the mailboxes of subscribers in March of 2014, although images did leak online before then. There was much debate as to whether keeping the figure hidden helped or hindered sales of the 2014 subscription.



The Unnamed One's real name of "Gorpo" was originally Orko's name during preproduction of the Filimation MOTU cartoon series.

Included with the Unnamed One was a poster titled "Known Planet Systems in the Horde Empire." For a closer look at this poster, see page 711.

Featured on the Unnamed One's cardback were the Horde Troopers, Scareglow, Snake Face, Rattlor, and King Hssss.

## HORDE EMPIRE Tyrannical Galactic Rulers

In the heavily populated outer systems of the Eternian Dimension, the Democratic Alliance was set up to enforce trade routes and keep the peace. All of this changed the day Seferus Kur came to power and founded the Horde Empire. Calling himself the Horde Lord, he and his sons used technology and newly discovered magic to unnaturally extend the lives of all those they commanded. Ruling the galaxy through terror and fear for many centuries, Seferus' sons used black spells to assassinate their father, and the eldest son Anillis claimed Horde World's throne for himself. To secure his rule, the newly dubbed Horde Prime sent his scheming younger brother far away on a foolish crusade of revenge. Eventually, the Earth/Eternian Twin Warriors invaded Horde World and in a climactic battle, ended the Horde Empire's rule using the Power of Grayskull.





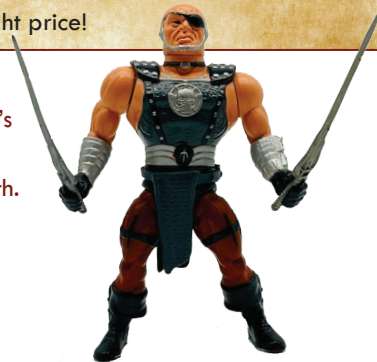
# BLADE

## Evil Master of Swords



**REAL NAME** Ritter **BIO** A pirate from the Kylax system, Blade arrived on Eternia in a spell of light cast by Skeletor to increase his forces. Agreeing to join the Overlord of Evil for the right price, Blade sold his services and took part in the Second Ultimate Battleground, fighting blade to blade with He-Man himself at the top of Viper Tower. He later traveled with a small renegade party, paid to seek the Cosmic Key from its inventor. Although he failed in this mission, his deadly mastery of the sword left its mark, and he became one of the most wanted men in Eternian history. Blade uses his dual swords to battle heroic warriors – for the right price!

**VINTAGE VAULT** The vintage Blade figure was released in the original toyline's sixth wave in 1987. The figure came with two swords and a removable belt/loincloth.



**SILVER SCREEN** Blade was a character created for the 1987 live-action *Masters of the Universe* movie. He was subsequently given an action figure in Wave 6 of the vintage MOTU toyline. Blade was the first of the movie figures to be released in MOTUC. Blade's bio made a passing reference to the plot of the 1987 movie.



### ACCESSORIES



**EN GARDE** Blade's red-hilted sword was based on the weapon he carried in the live-action movie.



**MOTUC #144 • AFFILIATION** Evil Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (April 15, 2014) • **RELEASE TYPE** Carded Figure





**ALTERNATE VIEWS** Blade utilized the standard male torso, shoulders, biceps, and hands, as well as Sy-Klone's feet. His head, forearms, shorts, legs and boots were newly-sculpted pieces.

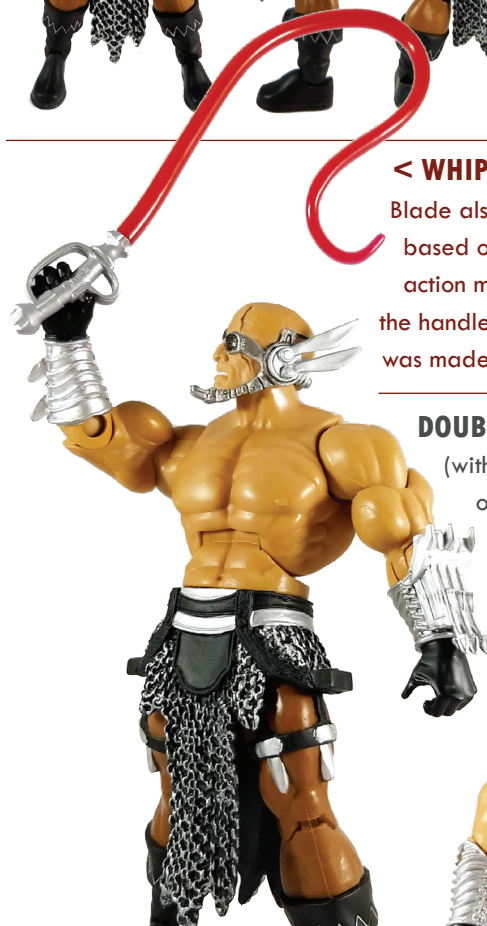
## TRIVIA

Many fans wished that Blade had come with two copies of the vintage toy sword so that they could better recreate the look of the original figure, which sported twin blades.



Featured on Blade's cardback were Stinkor, Scareglow, Dragon Blaster Skeletor, Mer-Man, and He-Man.

**< WHIP IT GOOD** Besides his swords, Blade also came with a whip, which was based on a weapon he used in the live-action movie to torture He-Man. While the handle was solid gray, the whip itself was made from translucent red plastic.



**DOUBLE BLADED** > The second sword (with the curved blade) was based on one of the twin swords that came packaged with the vintage action figure.



**STORAGE SPACE** Both swords could be stored on the figure's belt. The vintage action figure's belt only had a slot for one.



GALLERY



# GOAT MAN

## Horn-Headed Servant of Beast Man



**REAL NAME** Klacky **BIO** A member of the G'hoat men from the Northern Mountains, Klacky's species is one of the only intelligent upright races that falls subjective to the hypnotic powers of the Beast Men. And like most of his species, Klacky was captured by the rulers of the Vine Jungle and simply called "Goat Man" by his beastly masters. Eventually he found himself in the service of Raquill Rqazz and was forced to serve in the Second Ultimate Battleground. Here he was severely wounded by Buzz-Off and left at the foot of Central Tower. Crawling inside, Klacky fell into a time portal and was transported to the future, arriving on Eternia when King He-Man ruled the land and his son Dare wielded the Power Sword. Forced to serve an aging Beast Man in this new time, Goat Man is forever following whatever evil orders he is given.



**FROM PAGE TO PLASTIC** Goat Man made his debut — as well as his only media appearance until Masters of the Universe Classics — in the vintage Golden Book titled *Secret of the Dragon's Egg*. He was the first character created for the Golden Books series to receive an action figure in MOTUC. The character made his animated debut in *Masters of the Universe: Revelation* in 2021.



### ACCESSORIES



**ALTERNATE VIEWS** Goat Man utilized the standard male torso, shoulders, biceps, hands, and loin cloth, along with Skeletor's boot tops and Keldor's feet. His head, armor (which was removable), forearms, and upper legs were newly sculpted parts.



**MOTUC #145 • AFFILIATION** Evil Warriors • **SUBSCRIPTION** n/a • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** Traveling Con Exclusive, 2014 • **RELEASE TYPE** Carded Figure





**HAMMERTIME!** As Goat Man carried no weapon in his single media appearance, Mattel opted to give him a war hammer, as it would be a unique weapon among MOTUC figures.

**BONUS ACCESSORY** Goat Man's second accessory was the mini-comic version of the Staff of Avion, for use with Stratos. The official bio for this staff (below) was revealed on He-Man.org on October 19, 2020.



GALLERY

## EMERALD STAFF OF AVION

### Divine Rod of the Bird People



According to Avionian legend, the flightless, birdlike denizens of Old Avion were the first indigenous Eternians to stand against the forces of evil. In those early days, the demon Haramesh ran rampant, corrupting the souls of the innocent and feasting upon virginal flesh, but the fiend met his match when he was banished to the underworld by a holy order of Avionian monks. In return for this heroism, the Gods of the Multiverse sent them a sacred gift — the Emerald Staff of Avion — a divine rod that granted the power of flight. From that day forward, all Avionians gained the ability to soar through the skies so long as they eventually returned to absorb the staff's magic. As an additional boon, the staff could also summon and control their defeated enemy Haramesh, should the need ever arise. Countless eons after the staff first appeared, the deposed tyrant Tufos hired the Evil Warrior Goat Man to help him steal the Emerald Staff. However, the villains were soundly defeated when they faced the righteous might of Hawke and her army.

## TRIVIA



The following copy was written for Goat Man's sales page on [MattyCollector.com](http://MattyCollector.com): "Beast Man isn't the most understanding guy, but if you really want to get his goat, disobey him. Fortunately Goat Man doesn't have to worry about that... unfortunately, it's because he can't resist the commands of his master, no matter how hard he tries. This figure from the vintage Golden Books comes with a giant hammer and the mini comic version of the Staff of Avion."

Like the Temple of Darkness Sorceress in 2012, Goat Man was a traveling con exclusive figure in 2014 before being made available for retail sale on [MattyCollector.com](http://MattyCollector.com) at the end of the year. He was not included in the 2014 subscription.

No other characters created for the vintage Golden Books ever received an action figure in MOTUC.

Pictured on Goat Man's cardback were Beast Man, Scareglow, King He-Man, The Mighty Spector, and Zadak.





# SCORPIA

## Stinging Horde Enforcer



**REAL NAME** Lynda D'ream **BIO** After watching Hordak ruthlessly take over the Kingdom of Brightmoon, Scorpia chose to surrender her Crimson Waste fiefdom to the new conqueror, hoping it was better to keep Hordak as an ally than an enemy. She is a member of the Scorpioni, a race of female dominant warriors with claw like hands and stinging armored tails. While a cunning warrior, she is inept in magic, always preferring hand-to-claw combat with her foes. Occasionally she uses a powerful tank called the Crawler which blasts sleep rays and sting lasers. When Hordak abandoned Etheria for a planet with greater natural magic, Scorpia stayed behind to rule her desert kingdom, and hoping one day all of Etheria itself!



**CARTOON CORNER** Scorpia was a character created for the Filmation POP cartoon. She debuted in the very first episode of the series ("Into Etheria") and subsequently appeared in 13 more episodes, with her final appearance being in the 56th episode, "Of Shadows and Skulls." Many elements of her MOTUC bio were taken from her Filmation appearances. In spite of her high profile in the series, she never received an action figure in the vintage Princess of Power toyline.



### ACCESSORIES



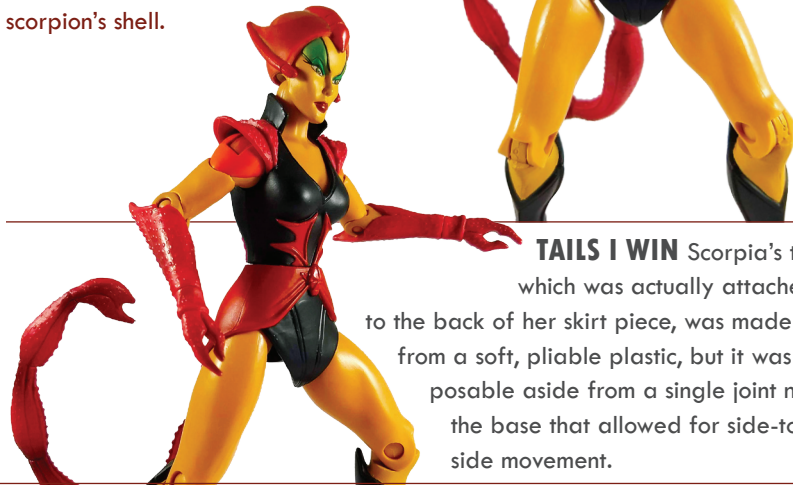
**MOTUC #146 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (May 15, 2014) • **RELEASE TYPE** Carded Figure





**DON'T CROSS ME** The figure's only accessory was a glossy red scorpion-themed crossbow. Its sharp tail, black dots, and green eyes matched up well with Scorpia's design. The weapon was designed to clamp onto either of her wrists.

**IN A PINCH** Scorpia's newly-sculpted pincher hands, as well as her forearms, featured bumpy detailing reminiscent of a scorpion's shell.



**TAILS I WIN** Scorpia's tail, which was actually attached

to the back of her skirt piece, was made from a soft, pliable plastic, but it was not posable aside from a single joint near the base that allowed for side-to-side movement.



## TRIVIA

Scorpia was posed sideways in her packaging. This was likely done to both accommodate her tail and to make it more visible from the front.



Scorpia re-used only a few standard female parts, like the biceps, shoulders and upper legs, but was otherwise an entirely new sculpt.

Scorpia was the fourth female member of the Evil Horde produced in MOTUC.

Scorpia unfortunately continued the trend of female figures whose leotards ended up looking more like a triangular skirt.

There was a heavy emphasis on Princess of Power characters in 2014. A total of fourteen different releases in MOTUC throughout the year would be associated with the original POP line and/or the Filmmation *She-Ra: Princess of Power* cartoon.

Featured on Scorpia's cardback were Shadow Weaver, Horde Troopers, Leech, Grizzlor, Octavia, and the Spirit of Hordak.





# BATTLE LION

## Heroic Steed of King Grayskull



**REAL NAME** Granger **BIO** During the Great Wars against King Hssss and the Invasion Forces of Hordak, King Grayskull rode into battle on top of his fierce mount Granger, a giant lygor prince from the Green Tiger Tribe. Gifted as a cub to a young Grayskull for saving their home from an attack by renegade Gar pirates, Granger grew up with his master, loyally protecting Grayskull in times of peace and war. When evil threatens Eternia, Granger is enhanced by the Power of the Universe channeled through the Sword of He. As Battle Lion he wears enchanted armor that protects him against magical attacks. Battle Lion is the heroic steed of King Grayskull, loyally carrying his master into combat.



### CARTOON CORNER

Battle Lion was a character created for the 2002 MYP MOTU cartoon. He made his debut in the episode "The Powers of Grayskull," and was never seen again in any subsequent episodes.



**MOTUC #147 • AFFILIATION** Preternian Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$35  
**• ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (May 15, 2014) • **RELEASE TYPE** Boxed Beast





**ALTERNATE VIEW** Battle Lion's helmet, saddle and claw armor were removable.

### BEAST OF BURDEN

Battle Lion's saddle was designed to carry one rider, although two could fit if desired.



### A NEW MILLENNIUM

By giving Battle Cat the helmet, saddle, and claw armor from the Battle Lion figure, fans could recreate Battle Cat's look from the 2002 MYP MOTU cartoon series and subsequent toyline.



### TRIVIA

Battle Lion was the first beast figure released in MOTUC since the Griffin in mid-2012.



Battle Lion shipped in the same style box as the previously-released Battle Cat and Panthor figures.

Battle Lion was the final feline beast figure released in MOTUC. Battle Cat, Panthor, and Griffin had all retailed for \$30; Battle Lion was \$35.

Featured on Battle Lion's cardback were Moss Man, Sir Laser-Lot, the Unnamed One, Draego-Man, and King Grayskull.

There was a special slit in Battle Lion's saddle in order to better accommodate King Grayskull's particularly long loin cloth.





# EXTENDAR

## Heroic Master of Extension



**REAL NAME** Doodon **BIO** An Etherian athlete of great renown, Doodon was tricked by Hordak into entering his Experimentation Matrix. Here he was transformed and grafted with cybernetic parts allowing him to extend his limbs and body to great proportions. Dubbed Extendar, he escaped the Evil Horde before the foul effects had fully taken hold. But to his great regret, his best friend was also transformed and unlike Extendar, Dragstor was unable to escape from Hordak's clutches. Extendar eventually traveled with She-Ra to Eternia and joined the renegade Masters of the Universe. Confronted by his enemies, Extendar reeeeches new heights, transforming into a superstrong warrior!



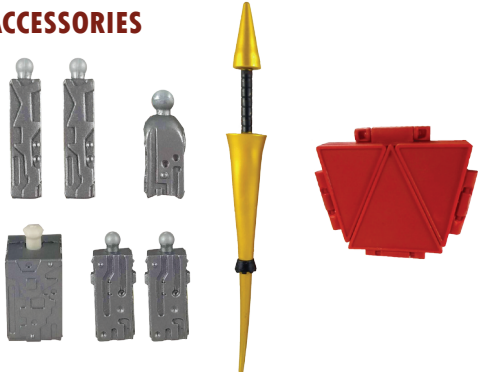
**VINTAGE VAULT** The vintage Extendar figure (left) was released in the original toyline's fifth wave in 1986.



**STANDING TALL** The vintage Extendar figure featured a gimmick that allowed the figure to grow via hidden internal pieces that could make his neck, arms, legs, and torso extend. To replicate this feature in Masters of the Universe Classics, Extendar was given six separate extension pieces that could be popped in place. This approach also produced the added bonus of being able to "stack" the extension pieces, thus giving the figure one extra long arm or leg if desired.



### ACCESSORIES



**MOTUC #148 • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (June 16, 2014) • **RELEASE TYPE** Carded Figure



**TOWER OF POWER** The images below show Extendar with his leg, torso, and arm/neck pieces added, respectively.



## TRIVIA

An added bonus to Extendar's design was extra articulation, including hinge & swivel elbows and additional swivels in the arms, legs and waist that most of the other MOTUC figures did not have.



Featured on Extendar's cardback were Bow, Teela, Adora, Shadow Weaver, Beast Man, and Battle Armor He-Man.

**SHIELD ME** Extendar's shield, like its vintage counterpart, could unfold to become a much larger weapon.



**ALTERNATE VIEWS** Extendar utilized the standard male torso and hands. All other pieces were newly sculpted.

**TOUCHÉ** Extendar's lance was a newly-created piece for MOTUC, befitting of the character's knight motif.



**SIZE MATTERS** At his fully extended height, Extendar stood nearly 10 inches tall.





# FLOGG

## Evil Leader of the Space Mutants



**REAL NAME** Brakk **BIO** Before Skeletor passed through the Laser Gate and arrived in the Tri-Solar System, Flogg the Terrible was the commander of the Horde's Denebrian Space Mutant goon squad. Directing operations either from his secret hideout in a Gorn Crater or from his camp city of Diobo in the Regula region of Denebria, Flogg launched raiding parties on the neighboring planet of Primus in the name of his Horde commanders. A vain and boastful bully, Flogg's favorite weapon is his laser whip which he calls the Sidewinder. Flogg has a nasty temper and agreed to join Skeletor as his humbled second in command in a secret bid to one day betray him and use Skeletor's power to take command of the Horde Empire for his own!

**VINTAGE VAULT** The vintage Flogg figure was released as part of the "He-Man" toyline's first wave in 1989. It came with a removable helmet and armor as well as a "laser whip."

### NEW ADVENTURES

Flogg was the second of three New Adventures of He-Man characters released in

MOTUC in 2014. He was preceded by Hydron and later followed by Intergalactic Skeletor. He was also the third Space Mutant released in MOTUC following Optikk (2010) and Slush Head (2012).



### ACCESSORIES



**SAME AS** Flogg utilized the Horde Trooper arms, hands, and shoulders, Whiplash's scaly torso, Trap Jaw's lower legs, and Hordak's feet. Flogg's new pieces included his head, trunks, and upper legs.



**MOTUC #149 • AFFILIATION** Space Mutants • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (July 15, 2014) • **RELEASE TYPE** Carded Figure





**WELL ARMED** Flogg came with an update of his vintage accessory, an “energy whip” that sported a detailed control panel and a black string ending in a spike. In some of the early press images for this figure, the whip portion of the weapon was a sculpted piece, but this was changed to an actual string before production. Flogg’s primary weapon, the whip that could cast laser bolts. It was never referred to by name in the *New Adventures of He-Man* cartoon series (1990), but was dubbed the “Sidewinder” in in UK World MOTU annuals.

**FLOGG HAS THE POWER** This Power Sword, which was sculpted to resemble its design in the Filmation MOTU cartoon series, was included with Flogg for use with He-Man. An official bio for this sword (below), which tied the MOTU cartoon universe to MOTUC canon, was revealed on He-Man.org on September 7, 2020.



## PHYLL'MAY-SHUN SWORD OF POWER

### Magic Sword from Another Universe



Described in the ancient Eatockian Scrolls of Castle Grayskull, and once believed to be a myth, Phyll'May-Shun was a parallel-dimension-cluster, adjacent to the Central dimension-cluster. Accessible only via a secret portal which existed on Moon Scheimorr near Trolla, Phyll'May-Shun's version of Eternia was a place of sublime beauty, romantic simplicity, and deep mystery. The immensely powerful and kind-hearted He-Man of Phyll'May-Shun once came to the Central dimension-cluster along with Phyll'May-Shun's Orko. Having lost his Sword of Power in a dark vortex, Phyll'May-Shun's He-Man joined forces with He-Man of the Central dimension-cluster to locate the legendary blade. Learning that the Mutant Flogg had been restored and secretly tasked with stealing the Phyll'May-Shun Sword of Power by the evil Azrog and Spydra, chaos mages in league with Shokoti, both versions of He-Man successfully triumphed against the villains and recovered the mystic weapon. Before returning to his own dimension, Phyll'May-Shun's He-Man swore to return if his help was ever needed, and explained to both Phyll'May-Shun's Orko and the Orko of the Central dimension-cluster that teamwork and friendship should go hand in hand.

## TRIVIA

The following copy was written for Flogg's sales page on MattyCollector.com: “He may serve under Skeletor but make no mistake... this malicious mutant is top dog back home in Denebria. The Evil Leader of the Space Mutants finally arrives with his trademark laser whip, the Sidewinder, and a bonus Filmation-inspired sword for He-Man.”



When Flogg was first revealed at New York Toy Fair in 2013, he had a removable helmet, but the final production figure's helmet was glued in place.

Like many *New Adventures of He-Man* characters In the vintage “He-Man” toyline, Flogg had an alternate name listed on his card for the international release of his action figure. This alternate name, “Brakk,” was listed as Flogg’s “real name” in his bio on the back of his blister card.

Featured on Flogg's cardback were Galactic Protector He-Man, Icarus, Karatti, Slush Head, and Optikk.





# DOUBLE MISCHIEF

## Glamorous Double Agent



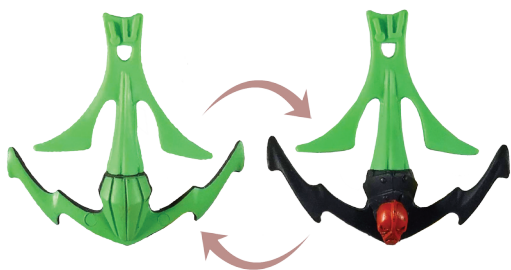
**REAL NAME** Rebekkah Kettle **BIO** Heroic cousin of Glimmer, Rebekkah is a princess from the Etherian kingdom of Green Clade. After her home was overrun by the Horde invaders, she joined the Great Rebellion, using her forte for disguise to become a double agent in the armies of Hordak. She is very dexterous and can squeeze herself into almost impossibly tiny spaces and climb the sheerest walls to carry out her missions. She is not much of a fighter, but her agility makes her a good dodger. No disguise is beyond her powers. She can look like an aged king one moment or a Horde villainess the next. She can also change her voice to suit her disguise as well, often talking herself out of the tightest situations! Double Mischief fools her enemies as a spy for She-Ra!

**VINTAGE VAULT >** The vintage Double Trouble figure (right) was released in the Princess of Power toyline's first wave in 1985. The figure's only accessory was a comb.

**< UPDATES** Most MOTUC Princess of Power figures were based heavily on their Filmation POP cartoon designs. But because she never made an appearance in the *She-Ra* cartoon, the MOTUC Double Mischief figure was instead based heavily on the design of her vintage action figure.



### ACCESSORIES



**SAME AS** Double Mischief utilized the standard female shoulders, biceps, hands, and upper legs, as well as Catra's bracers. Her newly-sculpted pieces included her head, upper torso, skirt and boots.



**MOTUC #150 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (July 15, 2014) • **RELEASE TYPE** Carded Figure





**TWO-FACED** Double Mischief's action feature gimmick allowed for her head to be turned inside of her helmet, giving her either a "heroic" or "evil" expression. The faces could be changed via a dial on top of the figure's head.

**DOUBLE CROSSBOW** In a nod to her split alliances, the head of Double Mischief's newly-designed crossbow could be turned into either a Horde or Great Rebellion weapon.

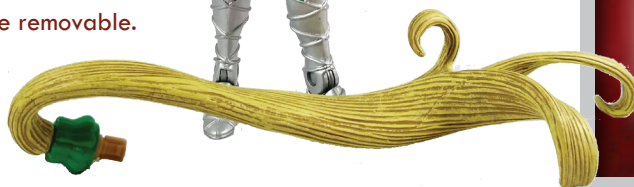


**TRANSPARENCY** Double Mischief's cape was cast in a very cool translucent green plastic.

This was likely done to create a look similar to the original figure, which wore a see-through fabric cape.



**OFF WITH HER HEAD** The figure's head, helmet, dial, and hair were all separate pieces and were removable. Due to her unique neck peg, her head was not compatible with other figures in the line.



## TRIVIA

The following copy was written for Double Mischief's sales page on [MattyCollector.com](http://MattyCollector.com): "Knock, knock. Who's there? A rebel? Or a loyal member of the Horde? This skillful spy can pass as anyone she wants, but her true allegiance is to her homeland of Etheria. This Double Mischief figure has a head that rotates from a good side to an evil side, and comes with an all-new Horde crossbow, a cape and a non-removable tunic."



In 2014, Mattel produced a mini-sub called Club Etheria, which offered six figures (plus one sub-exclusive) comprised entirely of Princess of Power characters. Double Mischief was the first figure released in the line-up.

"Double Trouble" is also the name of a character from the video game *Skylanders*, with the toy copyright for that name held by the company Innovation. With her original name unavailable to Mattel, the character was called "Double Mischief" on her MOTUC packaging.

Featured on Double Mischief's cardback were Bow, Snout Spout, Frosta, Netossa, and Glimmer.





# HORDAK

## Ruthless Leader of the Evil Horde Invasion



**REAL NAME** Hec-Tor Kur **BIO** After millennia of wandering through Despondos, Horde scouts located a small magical planet deep in the centre of this terrible dimension. Hordak led his troops there, overthrowing the local monarchs and claiming it as a new Horde home world. Exposed to the planet's natural magic, Hordak's blood rose to the surface, giving him a bluish skin hue. After his stepdaughter's betrayal, he began to lose control of the planet and eventually gave it up completely when Shadow Weaver discovered a Laser Gate portal back to Eternia. Once there, Hordak and his army quickly overthrew Skeletor's royal forces and took control. From his new Fright Zone mountain fortress Hordak continued his obsession for magical secrets, hoping to use them to achieve his ultimate goal; returning to Horde World to claim the entire Empire for himself!

**BACKGROUND** Released as an exclusive figure at San Diego Comic-Con in 2014, this version of Hordak was based on his appearance in the Filimation POP cartoon. His color scheme, robotic alternate arm, and the inclusion of Imp were all inspired by his animated design.



**A FAREWELL TO ARMS** Hordak's left arm could be removed and replaced with a robotic arm, inspired by his transformation abilities in the Filimation POP cartoon. Collectors had the option of either replicating the "arm canon" look made famous by the cartoon's opening credits or inserting a robotic hand.



### ACCESSORIES



**SIDEKICK** Hordak's wisecracking sidekick and a prominent character in the Filimation POP cartoon, Imp received his first-ever action figure as a pack-in with Hordak. The figure was articulated at the neck and arms.



**MOTUC #151 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** N/A • **PRICE** \$25

**ORIGINAL FIGURE RELEASE** San Diego Comic-Con (July 24 - 27, 2014) • **RELEASE TYPE** Carded Exclusive Figure





## IMP

### Miniature Mutating Minion of Hordak

A diminutive being with bat-like wings, Imp was the most devoted servant of Hordak. He could take on any form proportionate to, or smaller than, his body mass and used this ability to spy on members of the Great Rebellion and fellow Evil Horde members alike, regularly reporting their goings-on to his master. This fact landed every prominent member of the Horde in trouble at one time or another. For this reason, Imp was greatly loathed by his comrades. To make matters worse, Hordak was genuinely fond of the creature, and even named Imp Lord of Eternos\* when the Horde overthrew Eternia. After Hordak's death\*\*, a grief-stricken Imp was hunted by spiteful Horde members. To escape them, he disguised himself as a bushtail and hid in the Evergreen Forest. Later, Imp hatched an insidious plot to infiltrate Central Tower\*\*\*, where he opened a time portal to bring Hordak from the past into the present. He nearly succeeded but was stopped by Orko and an enraged Kowl. Though Imp was imprisoned for his crimes, his failure inspired him to devise an even more horrific plan.

**HIDDEN TREASURE** Collectors who purchased Hordak at San Diego Comic-Con were given a bonus Imp figure disguised as a treasure chest. Inspired by Imp's powers of transformation, the chest actually opened and was hollow inside. An official bio for this version of Imp (below) was revealed on He-Man.org on October 28, 2019.



### IMP AS TREASURE CHEST

#### Evil Disguised Minion of Hordak

Imprisoned in the palace jail after he tried to open a time portal in Central Tower, Imp continued to obsess over "the master's glorious return." His wish was fulfilled when the silent ghost of Hordak appeared in his prison cell during the Reawakening. Delighted, Imp instantly understood what needed to be done. Taking advantage of an inexperienced young guard by disguising himself as a small decorative chest, Imp hid in plain sight within his cell. When the confused guard opened the prison door, Imp resumed his true form and quickly escaped. Having overheard rumors of the scientific horrors unleashed from the hidden laboratory of Modulok, Imp found his fellow Hordesman sequestered in the Mountain of a Thousand Echoes. There, a frenzied Imp insisted that the depraved scientist construct a new body to contain Hordak's spirit. Modulok balked at the notion, until Hordak himself appeared behind Imp, a baleful expression upon his spectral countenance. Filled with dread, Modulok followed Imp's orders. With assistance from Multi-Bot, Modulok built a deadly new mechanical body to house Hordak's ghost, enabling the ruthless villain to "live" once again.

\*Imp being declared Lord of Eternos comes from the 2012-2016 DC MOTU comics (He-Man: The Eternity War issue #8). \*\*Hordak's demise is seen in the MOTU Classics mini-comic "The Power of Grayskull Part Three: Battle for the Fate of the Universe!" \*\*\* The ability to open time portals in Central Tower was first seen in the vintage 1987 MOTU mini-comic, "The Powers of Grayskull: the Legend Begins Part 1."

## TRIVIA

When Super7 released a more Filimation-accurate Hordak figure as part of the Club Grayskull line in 2017, the Imp figure was released again as a pack-in. This version of Imp, however, lacked any articulation.



This version of Hordak was, of course, a direct repaint of the original MOTUC Hordak figure. His only new pieces were his robotic arm and the Imp figure. Even his staff was a repaint of the original MOTUC Hordak's staff.

Printed on the outside of Hordak's mailer box were the words "In Memory of Lou Scheimer." Scheimer was a television producer and one of the founders of Filimation, the company behind the *He-Man and the Masters of the Universe* and *She-Ra: Princess of Power* cartoons. He died at age 84 on October 17, 2013.

The official bio for Imp ("Miniature Mutating Minion of Hordak") was revealed on He-Man.org on October 22, 2018.

Featured on Hordak's cardback were Shadow Weaver, Scorpia, She-Ra, Glimmer, and Octavia.





# FLUTTERINA

## Beautiful "Flying" Lookout



**REAL NAME** Abby De'note **BIO** After the Horde invaded her home planet and overthrew most of the local monarchs, Flutterina was driven underground and joined with the Great Rebellion. As a member of the Beautifly Council, she was magically gifted with fairy wings giving her the ability to fly unnoticed around most foes. This skill makes her an ideal spy and reconnaissance officer. After the Horde located a Laser Gate back to Eternia, she agreed to follow along with She-Ra and several other warriors in pursuit. Flutterina eventually fell in love with Randor's new Man-At-Arms and opted to stay with him on Eternia after the Second Ultimate Battleground. Flutterina uses her powers of flight to chase off those who make mischief for her friends!

**VINTAGE VAULT** The vintage Flutterina figure (right) was released in the Princess of Power toyline's second wave in 1986.



**VINTAGE VAULT** The MOTUC version of Flutterina was heavily based on her Filmation POP cartoon appearance more so than her vintage action figure. While her wings followed the design of the vintage figure, her clothes were closer in style to her animated appearance.

### ACCESSORIES



**MOTUC #152 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (August 15, 2014) • **RELEASE TYPE** Carded Figure





**TAKING FLIGHT** Flutterina's wings were articulated, although they were restricted quite a bit by her hair. Her wings could also be removed and replaced with the wings from figures like Buzz-Off and Draego-Man.



**SHIELD ME** Flutterina came armed with an orange version of She-Ra's shield (with an inset purple "jewel"), which was based on a similar weapon that came with her vintage figure.



**STING LIKE A BEE** Flutterina also came with a repainted version of the Battleground Teela sword, complete with pink hilt.

#### ALTERNATE VIEWS

Flutterina was given a new head, torso, wings, bracers, skirt and calves. She utilized the standard female shoulders, biceps, hands, upper legs, and feet.



#### TRIVIA

The following copy was written for Flutterina's sales page on [MattyCollector.com](http://MattyCollector.com):

"Surrender to the Horde? That idea just won't fly with this winged warrior woman.

She-Ra may be the inspirational wind beneath her wings, but Flutterina saves a special spot in her heart for fellow fighter Clamp Champ. She comes with removable wings, her POP shield and a sword."



Flutterina was one of six Princess of Power figures that was released in 2014 Club Eternia rather than 2014 Club Etheria.

Featured on Flutterina's cardback were Bow, She-Ra, Frosta, Glimmer, and Castaspella.





# SKELETOR

## Intergalactic Overlord of Evil



**REAL NAME** Keldor of the House of Miro **BIO** Wounded by Hordak's final buzz saw attack at the end of the Second Ultimate Battleground, the victorious Skeletor mended his body with a techno virus from Preternia. Having learned of the might of the Horde Empire, he abandoned Eternia in search of a grander prize – the entire universe! Finding a Laser Gate at the far end of his own galaxy, he passed through it to the Tri Solar System just above the planet Denebria. It was here he recruited the Horde's Mutant Army in a plan to lead them in mutiny against the Empire. But Skeletor was followed by He-Man, She-Ra and many of the Masters of the Universe who had themselves allied with the Galactic Protectors. Skeletor now fights a new intergalactic battle; to rule the universe and to destroy He-Man once and for all!

**VINTAGE VAULT** The vintage Skeletor figure, based on his design in the *New Adventures of He-Man* cartoon, was released as part of the "He-Man" toyline's first wave in 1989. He came with a removable helmet, cloth cape, and skull staff.



### ACCESSORIES



**SAME AS** This version of Skeletor was comprised almost entirely of newly-sculpted parts. The only obviously reused parts were his smooth upper torso (hidden underneath his torso overlay, which was not removable) Roboto's shoulders and arms and the gloves from Horde Prime. The amount of detailing on this figure was impressive, particularly all of the wires and cybernetic parts, as well as a robotic-looking spine hidden underneath his cape.

**MOTUC #153 • AFFILIATION** The Space Mutants • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (August 15, 2014) • **RELEASE TYPE** Carded Quarterly Figure



**SKULLCAP** Just like his vintage figure, “Intergalactic” Skeletor sported a removable helmet. Removing it revealed a nicely detailed skull complete with cybernetic attachments.



**WELL STAFFED** Skeletor’s only accessory was an updated version of the vintage figure’s staff.

**HEADS UP** Intergalactic Skeletor came packaged with an alternate, “battle damaged” head for Faker.



**FASHION SENSE** Skeletor’s cape was permanently attached to his torso overlay, thus making it non-removable.

## TRIVIA

The following sales copy was written for the release of Skeletor: “Sometimes you’ve just gotta branch out. One planet isn’t enough for this greedy guy... he wants a much bigger piece of the cosmic pie. Representing his healed techno virus body, this figure comes with a removable helmet, cosmic Havoc Staff, and an all-new ‘battle damage’ head for Faker.”



In a production snafu, Intergalactic Skeletor was produced with reversed shoulders.

This was the third and final *New Adventures of He-Man* figure released in MOTUC in 2014. It would be 2016 before Mattel would revisit that property with the releases of Darius, Crita, and Tuskador.

Three versions of Skeletor were released in the vintage “He-Man” toyline (including “Disks of Doom” and “Battle Blade”), but this was the only version recreated in MOTUC.

Featured on Intergalactic Skeletor’s cardback were Galactic Protector He-Man, Optikk, Karatti, Slush Head, and Faker.





# MADAME RAZZ

## Magical Witch of Whispering Woods



**REAL NAME** Regina Razz **BIO** Madame Razz is a Twigget witch who lives with her people in the Whispering Woods on Etheria. After the Battle of Brightmoon, she welcomed the surviving royal family and their supporters into the shelter of her magical forest. Helping to form the Great Rebellion, Madame Razz and her servant Broom went on to become core members of the Rebellion's leadership, especially because she is only one of three on Etheria that knows Adora is actually She-Ra, Princess of Power. Often accused of being absentminded, Razz has a tendency to mispronounce her spells, sometimes leading to comical results. Despite some flaws in her magic wielding abilities, Madame Razz is a kind soul who only wants to see Etheria free from the Horde's evil tyranny.



**CARTOON CORNER** Madame Razz was a character created for the Fimation POP cartoon. She debuted in the very first episode of the series ("Into Etheria") and subsequently appeared in 48 more episodes as well as the Christmas special. As one of the few characters to know She-Ra's secret identity, there was no doubting the importance of Razz in the cartoon's mythos. Nevertheless, she never received an action figure of her own in the vintage Princess of Power line.



### ACCESSORIES



### SIZE MATTERS

To the tip of her hat, Madame Razz stood about one inch shorter than a typical MOTUC figure.



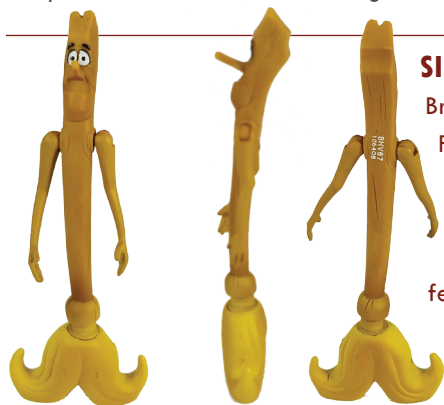
**MOTUC #154 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (August 15, 2014) • **RELEASE TYPE** Carded Figure





**< UP, UP AND AWAY** Although it took some careful effort, Madame Razz could be positioned to ride on Broom.

**A TRUE ORIGINAL >** Madame Razz was comprised of 100% all-new tooling.



**SIDEKICK** Razz's trusty sidekick, Broom, was also created for the Filimation POP cartoon and appeared in nearly every episode that featured Madame Razz. Broom stood about 4.5" tall and featured ball-jointed shoulders.

## BROOM

### Heroic Ally of Madame Razz

Broom was originally carved from a sentient Etherian Skylander and forced into servitude by Zin, a cruel wizard from the distant past of Etheria. During their travels through the Dark Forest, Broom cleverly left clues about his dire situation in the form of a fabric map dotted with hidden symbols. The map was discovered by the then-youthful Madame Razz, who approached Etheria's Wise Old Wizardess for assistance in deciphering it. Making her way through the Dark Forest, Razz eventually found Zin's lair as well as the enslaved Broom. A great duel took place between the two mages but, with Broom's help, young Razz triumphed over the evil wizard. Broom and Madame Razz became fast friends, developing a strong bond with one another. Although Broom could be a bit grumpy and sarcastic at times, particularly when it came to Madame Razz's absentmindedness, he was a stalwart, dependable ally to her and the Great Rebellion. After the fall of the Evil Horde, Broom helped Madame Razz and the Twiggetts protect the Whispering Woods from the wicked schemes of Shadow Weaver.



## TRIVIA

While the figure card (and accompanying bio) focused on Madame Razz only, there was a burst above her name on the front of her packaging that read, "Includes Broom!" An official bio for Broom was finally revealed on He-Man.org on August 27, 2018.



Madame Razz was the second of seven figures in 2014 Club Etheria. She was released in August alongside Club Eternia figures Flutterina and Intergalactic Skeletor.

When Broom showed up in the Mattel display cases at the Comikaze pop-culture expo in November of 2013, fans correctly assumed that this was the company's way of teasing an upcoming release of Madame Razz in the Masters of the Universe Classics line.

Madame Razz's cape was not removable.

Featured on Madame Razz's cardback were Bow, Adora, Bubble Power She-Ra, Shadow Weaver, and Snout Spout.





# RIO BLAST

## Heroic Transforming Gunslinger



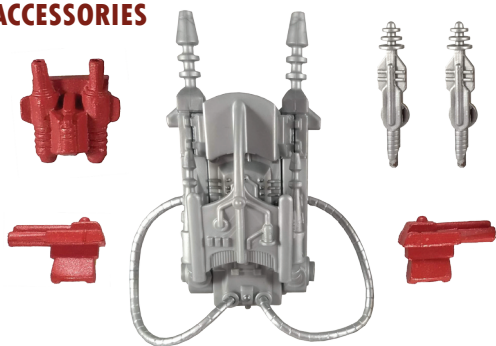
**REAL NAME** Riolus Blast **BIO** With the ability to transform from a normal warrior into an awesome arsenal of fire power, Rio Blast is in all ways the fastest draw in the universe. As the sole survivor of a group of heroic explorers from Loredos in a starband near Eternia, Rio ended up as the “law” in that lost frontier. Flung by a meteorb to the surface of Eternia, Rio allied himself with the renegade Masters of the Universe in their battle against evil. Rio Blast is nagged by the fact that he has left behind an untamed starband and he often champs at the bit to get back. He-Man promised to aid Rio Blast back home as soon as the warriors of Skeletor have been defeated once and for all. Rio Blast transforms into a one-man arsenal to get the drop on enemies!

**VINTAGE VAULT** The vintage Rio Blast figure was released as part of the original MOTU toyline’s fifth wave in 1986.

**UPDATED** The vintage Rio Blast figure featured guns that stored inside his hollowed-out legs and chest, as well as forearm guns that could be revealed by rotating them forward. For the MOTUC version of the figure, all of these guns were recreated as attachable pieces, negating the need to create new, hollowed-out bodyparts to replicate the vintage action feature.



### ACCESSORIES



**MOTUC #155 • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (September 16, 2014) • **RELEASE TYPE** Carded Figure





**GUNS OUT** The vintage figure's arm guns could be rotated to either be aimed forward or concealed in a backward position. The MOTUC's figure's arm guns could not be rotated, but were separate pieces that could be inserted into the figure's forearms.

**CHEST BURSTER** The vintage Rio Blast figure featured a hollowed-out chest that opened up to reveal a hidden gun. To replicate this feature for the MOTUC figure, Mattel opted to give the figure a chest flap that folded down, allowing for a separate, removable gun piece to then be attached.



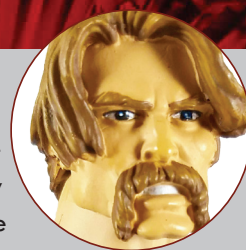
**HE'S GOT LEGS** Rio Blast's legs were handled much like his chest, with flaps that folded down, allowing for separate, removable gun pieces to be attached.

**PACKING HEAT** The figure's backpack, which was removable, could be stored upright on his back, or slid up and over his head, giving the figure a visor and four additional guns.



**ONE MAN ARMY** When "fully armed," the figure sported a total of ten guns.

## TRIVIA



The following copy was written for Rio Blast's sales page on [MattyCollector.com](http://MattyCollector.com): "Howdy, Partner! The 'Fastest Draw in the Universe' has a lot more to offer than just a magnificent mustache. From the frontiers of space, Rio Blast arrives ready to unload, with a transforming snap-on backpack that slides up and over his shoulders, just like the vintage toy. He has snap-on wrist, chest and knee guns, and his chest flap opens. His knee guards fold down to hold blasters, and his backpack ammo tubes plug into his wrists."

The figure utilized the standard male torso, shoulders, biceps, and upper legs. His new pieces included his head, forearms, hands, belt/shorts, lower legs, and feet.

The piping connecting the figure's gloves to his backpack, which were part of the arm mold of the vintage figure, were now separate pieces and therefore removable as well.

Featured on Rio Blast's cardback were Roboto, Ram Man, Battle Armor He-Man, Buzz-Off, and Me-kaneck.





# ENTRAPTA

## Tricky Golden Beauty



**REAL NAME** Es'tra Vesselak **BIO** After the Horde invaded Etheria, Catra was sent down with the initial invasion force to assess the level of resistance. Befriending an illegitimate ruler of Bright Moon, Catra recruited Es'tra to join the Horde and help them conquer the planet. Using her ultra-long magical hair, Es'tra became known as Entrapta for her ability to capture enemies. Her arms, legs and torso are made of the shiniest gold in all of Etheria. Her hair is pink and purple and the longest of anyone in the land. When She-Ra or her friends come near to see the shiny gold of Entrapta, she traps them in her ultra long hair! She remained with Hordak after he abandoned Etheria for his original goal – the magiks of Eternia, enough power to take command of the entire Horde Empire!



**VINTAGE VAULT** The vintage Entrapta figure (right) was re-released as part of the Princess of Power toyline's second wave in 1986. Unlike most of the POP characters in MOTUC, Entrapta's figure looked more like her vintage action figure predecessor than her Filmation POP animated appearance. The detailing on her bodice, her belt, her two-tone skirt, and her gold boots and gloves came right from the vintage figure, while her headband and raised collar looked more like her animated appearance.



### ACCESSORIES



**HAIR TODAY** Entrapta's hair had four points of articulation: two swivel-hinge joints near the skull, and two swivel joints near the end of each ponytail.



**MOTUC #156 • AFFILIATION** The Evil Horde • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (September 16, 2014) • **RELEASE TYPE** Carded Figure





**SHIELD ME** Like her vintage counterpart, Entrapta came armed with a purple version of the She-Ra shield, complete with inset purple “jewel.” Unlike her vintage figure, she did not come with a comb.

**THE SHAPING STAFF** Entrapta’s second accessory was the Shaping Staff, a magical staff used by Evil-Lyn in a plot to conquer Castle Grayskull in the second episode of the Filmation *He-Man and the Masters of the Universe* animated series. The official bio for the staff can be found on page 594.



**STUCK ON YOU** Entrapta shipped with a bonus sheet of Great Rebellion stickers. These stickers were produced for collectors who wanted to replace the “Princess of Power” stickers on the card bubbles of certain MOTUC action figures.



## TRIVIA

The following copy was written for Entrapta’s sales page on [MattyCollector.com](#):

“She never has a bad hair day... but her enemies

might. In a first for a MOTUC figure,

Entrapta arrives with articulated hair to

help her ensnare adversaries. The final female

Horde member also comes with a shield and ‘The Shaping Staff’ (from the ‘He-Man’ episode of the same name).”



Entrapta was the third figure released in 2014 Club Etheria as well as the subscription’s only villain.

One detail added to Entrapta that had never been a part of her previous designs was the addition of an Evil Horde logo on her chest.

Entrapta utilized the existing female shoulders, biceps, and hands, with She-Ra’s feet and Frosta’s lower legs.

Featured on Entrapta’s cardback were Hordak, Shadow Weaver, Catra, Grizzlor, Adora, and Octavia.





# ELDOR

## Heroic Guardian of the Book of Living Spells



### ACCESSORIES



**REAL NAME** R'tendril the Wise **BIO** The great sage and wizard of Preternia, Eldor arrived at a burning crater and discovered a Cosmic Warrior suffering from a strange techno virus with no memory of where he came from. Healing him in a mystic pool, Eldor inadvertently and unknowingly passed the warrior's techno infection to the entire magical planet. In gratitude for saving his life, the warrior agreed to become Eldor's student and help free Eternia from the Snake Men. Until his memory was restored, Eldor dubbed him "Gray" in honor of Eternia's brave king, and taught his apprentice to use a magic staff and the Book of Living Spells to defeat evil. Later Eldor used the secrets of Transformation to cast the Three Towers into Subternia, awaiting a time of great Kings; when the past and future would need to intertwine. Eldor uses his magic as a member of King Grayskull's Masters of the Universe!

**THE POWERS OF GRAYSKULL** In 1987, as sales of the vintage Masters of the Universe line were diminishing, Mattel planned to release a spin-off series called the Powers of Grayskull, the timeline of which would take place in Eternia's past. Two prototype figures — He-Ro and Eldor — were revealed, but the line was canceled and neither figure was ever released. The MOTUC line gave Mattel the opportunity to finally give both characters an action figure, with He-Ro released in 2009 and Eldor in 2014.



**BOOKWORM** Eldor's book accessory ("The Book of Living Spells") was hinged so that it could be opened. Doing so revealed two blank pages and a molded-on bookmark. There was also a clasp on the outside to hold it shut. The cover of the book featured both the He-Ro and He-Man symbols. The official bio for the Book of Living Spells can be found on page 584.

**MOTUC #157 • AFFILIATION** Preternian Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2014) • **RELEASE TYPE** Carded Figure





**WELL STAFFED** Eldor's staff was actually an artifact from the Filmation MOTU cartoon. It was the Staff of the Ancients and appeared in the episode "The Energy Beast." So while the staff originally had nothing to do with Eldor, its inclusion was a nice Easter egg for fans of the cartoon. Dubbed "Staff of the Ancients," the official bio for this accessory can be found on page 598.

**UNDER THE HOOD** Eldor's hood was a separate piece from his cloak and was removable, revealing a bronze-colored skullcap underneath.



**STUCK ON YOU** Eldor shipped with a bonus sheet of faction stickers. Never before in the line had the Evil Warriors or Heroic Warriors been given a faction sticker on their card bubbles, and so these newly-designed logo stickers were created for those collectors who liked to designate which faction each of their figures belonged to.



## TRIVIA

The following copy was written for Eldor's sales page on MattyCollector.com: "This powerful Preternian wizard has cast his greatest spell... he's resurrected himself as a fully articulated 6" figure! Previously seen only as a prototype in the 1987 Mattel catalog, Eldor finally appears to complete the Powers of Gray-skull duo, taking his place alongside the 2009 He-Ro figure. This long-awaited vintage character features details including a ram stone belt buckle, rune stones, and a spell pouch brimming with leak roots. He comes with a removable hood for full viewing of his wizard cap, wizard staff, unlit spell stone, and the all-important Book of Living Spells (the Book of Transformation)."



Eldor's face was sculpted to resemble Eric Tread-away of Four Horsemen Studios, the team behind the sculpting of MOTUC. Additionally, Tread-away's wife's and children's initials could be found on Eldor's staff and belt.

Featured on Eldor's cardback were Preternia Disguise He-Man, He-Ro, Rattlor, Snake Face, and King Hssss.





# SWEET BEE

## Honey of a Guide



**REAL NAME** Beatrice Castle **BIO** Enhanced by the magic of Castaspella, Beatrice gained the ability to fly through the air like a bee. As a honey of a friend to She-Ra, Sweet Bee became a trusted guide to the good folks of Etheria. She joined the Great Rebellion using her sky borne vantage point to spy on the Evil Horde. After Hordak found a magical passage to Eternia, Sweet Bee followed him there along with other members of the Great Rebellion, allying themselves with the renegade Masters of the Universe. Beatrice later fought in the Second Ultimate Battle Ground and led a brigade of special forces made up of both Avian and Andreenid aerial agents. Her squad fought an assault against Viper Tower helping to defend it from a fleet of attacking Rotons. As beautiful as she is fast, Sweet Bee flies ahead to report on enemy movements for her allies.



**VINTAGE VAULT** The vintage Sweet Bee figure (right) was released as part of the Princess of Power toyline's second wave in 1986. The figure came armed with a yellow shield and comb. The MOTUC Sweet Bee figure's choker, boot, and belt detailing were all nods to her vintage action figure, while her overall coloring, hairstyle, and the detailing on her chest harkened back to her Filimation *She-Ra: Princess of Power* animated design, as did her alternate, helmeted head.



### ACCESSORIES



**MOTUC #158 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2014) • **RELEASE TYPE** Carded Figure



**TAKING FLIGHT** Sweet Bee's semi-translucent pink wings were articulated, although they were restricted quite a bit by her hair. Her wings could also be removed.



**SHIELD ME** Like her vintage counterpart, Sweet Bee came armed with a yellow version of the She-Ra shield, complete with inset yellow "jewel." Unlike her vintage figure, she did not come with a comb.



**STING LIKE A BEE** Sweet Bee's other accessory was her "bee" gun, which was a newly created piece for the figure and had not previously appeared with the character in any media.



**COVER ME** Sweet Bee came with an alternate, helmeted head, which was based on the helmet she wore in the Filmation POP cartoon.



#### ALTERNATE VIEWS

Sweet Bee utilized the standard female shoulders, biceps, hands and upper legs, with She-Ra's bracers and Double Mischief's boots. Her head(s), upper torso, belt/skirt, and wings were completely new.

#### TRIVIA

The following copy was written for Eldor's sales page on MattyCollector.com: "This high-flying friend to She-Ra arrives with a message for the Evil Horde...



buzz off or prepare to feel the sting of her blaster! Sweet Bee comes complete with shield, bee gun, and removable articulated wings for her classic look. She also includes a second 'helmet' head inspired by her extraterrestrial origins from the Filmation series."

Sweet Bee was the fourth of seven figures released in 2014 Club Etheria. While technically not a sub-exclusive figure, Sweet Bee was not made available for retail sale to non-subscribers upon her initial release.

Because the figure's long hair wrapped around her wings, her unhelmeted head could not be removed without first removing the wings.

Featured on Sweet Bee's cardback were Bow, Glimmer, Netossa, and Bubble Power She-Ra.





# LIGHT HOPE

## Magical Protector of the Crystal Castle



**REAL NAME** Lord Ry'Gus Hope **BIO** In return for giving up his form, Lord Hope was blessed with great power by the Overlords of Trolla. He was tasked to bring relief to those trapped in the dark dimension of Despondos. Settling on the small planet of Etheria, he became known as Light Hope and turned the planet into a garden of good in an otherwise evil reality. Light Hope built a great fortress known as the Crystal Castle, offering it as a symbol to protect the magic of Etheria from the growing forces of evil. It was also Light Hope who prophesied that one day the Sword of He would be wielded by the Twin Warriors of Destiny and they in turn would end the tyranny of the Horde Empire. To ensure this came to pass, the Overlords declared that the sword would be cloned so that each Twin could harness the Power equally. Light Hope infused the cloned sword with the Stone of Protection, becoming the sword's guardian and safeguarding the secrets of its wielder — She-Ra, the Princess of Power!

### CARTOON CORNER



A pivotal character in Filmation POP cartoon, Light Hope served as the sagely counterpart to

He-Man's Sorceress, but was only ever depicted as a disembodied voice and a shimmering column of light. In order to properly bring him into the Masters of the Universe Classics line, the Four Horsemen had to design an all-new look for the character.



### ACCESSORIES



### ALTERNATE VIEWS

Light Hope utilized the standard male torso, shoulders, biceps, hands, and upper legs along with Bow's boots.



**MOTUC #159 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$25  
**ORIGINAL FIGURE RELEASE** MattyCollector.com (October 15, 2014) • **RELEASE TYPE** Carded Exclusive Figure





**DESIGN INSPIRATION** Light Hope's crown was a recreation of the Filmation Crystal Castle exterior (as well as being a nod to She-Ra's tiara), and his design also featured rock shapes from the vintage castle playset as well as the rounded patterning from some of the interior rails and accessories. Additionally, he sported deep red gems like the cartoon castle, and his white clothes recalled the clouds surrounding the vintage playset.

**WELL STAFFED** Light Hope's staff, which was topped with a gold recreation of the Crystal Castle, featured a rod that was cast in translucent plastic.



### RIGHT THROUGH YOU

Light Hope's head, torso, and portions of his limbs and armor were made of a semi-translucent plastic, with the body having a distinctly pink hue.



### TRIVIA

The following copy was written for Light Hope's sales page on MattyCollector.com: "It's like catching lightning in a bottle! Thanks to the magic of the Four Horsemen, the enchanted spirit of the Crystal Castle has been sculpted into a fully articulated 6" figure. Light Hope, the mystical mentor to She-Ra, is cast in translucent plastic with a pink wash, and comes complete with removable armor and Crystal Castle Staff."



Light Hope was the exclusive figure of 2014 Club Etheria. Only collectors who purchased the entire sub received this figure, who was never given an individual retail release.

Light Hope was the third previously-unseen character (after Horde Prime and the Unnamed One) to receive a figure in Masters of the Universe Classics.

Featured on Light Hope's cardback were Orko, the Sorceress, Flutterina, Sea Hawk, and Glimmer.





# TUNG LASHOR

## Evil Snake Men Creature with the Venomous Tongue



**REAL NAME** Kassher **BIO** Armed with a quick licking tongue that shoots out to reach enemies in battle, Tung Lashor infects his foes with a dose of vile venom. Although he is loyal to King Hssss he was brainwashed by Evil-Lyn into serving the Overlord of Evil for a time being. Tung Lashor is extremely brutal creature, more openly vicious than other Snake Men but still cowers before King Hssss like all the others. He likes to lash his tongue at just about anything - even his comrades to shake them up once in a while. Like Rattlor, Tung Lashor eventually became a member of the Evil Horde after he was passed over for promotion in favor of Kobra Khan. Flickering his forked tongue, Tung Lashor stuns his foes with his venomous lick.

**VINTAGE VAULT** The vintage Tung Lashor figure was released as part of the original series' fifth wave in 1986. The figure came armed with a staff and crossbow.



**UPDATED** The MOTUC version of Tung Lashor was a faithful update of its vintage predecessor, with very few design deviations. The most noteworthy differences were the addition of teeth protruding from the figure's extended tongue (inspired by his 200x redesign and subsequent mini-statue), the painted black toenails, and the removal of the dial on the figure's back.



### ACCESSORIES



**MOTUC #160 • AFFILIATION** The Snake Men • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (November 17, 2014) • **RELEASE TYPE** Carded Figure





**CAN'T HOLD HIS LICKER** The vintage Tung Lashor figure had a tongue that could be extended or retracted via a dial on the figure's back. In order to replicate this action figure, the MOTUC Tung Lashor was given two heads — one with a closed mouth, and another with an open mouth, tongue extended.

**WELL STAFFED** Just like its vintage predecessor, MOTUC Tung Lashor came armed with a purple version of King Hssss' staff.



**DON'T CROSS ME** Tung Lashor's second accessory was an update of his vintage dragonfly crossbow.

**LOYALTIES** Tung Lashor made six appearances in the Filimation POP cartoon, where he was typically depicted as a member of the Evil Horde. As a nod to this secondary affiliation (which was also mentioned in his figure card bio), the Tung Lashor figure came wearing a Horde arm band.



## TRIVIA

The following copy was written for Tung Lashor's sales page on [MattyCollector.com](http://MattyCollector.com): "His enemies wish this sinister servant of King Hssss



would hold his tongue, but they're about to feel the sting of his scorn! Adding to the evil army of Snake Men, Tung Lashor comes complete with a vintage-style dragonfly crossbow and snake staff. He's ready to strike with two interchangeable heads, one with tongue in and one with tongue out, to recreate the vintage tongue extending action feature."

Tung Lashor utilized the standard male shoulders, biceps, furry loincloth, and upper legs, along with Demo-Man's calves. His head(s), gloves, hands, torso, and feet were entirely new sculpts.

A second figure of Tung Lashor, based on his appearance in the Filimation POP cartoon, was later released by Super7 in the Club Grayskull line.

Featured on Tung Lashor's cardback were King Hssss, Snake Face, Kobra Khan, Rattlor, and Battle Armor He-Man.





# ARROW

## True Blue Horse Flies Bow to Victory



**REAL NAME** Arrow **BIO** Loyal steed of Etherian bowman Kyle Reccula, Arrow was trained from birth to soar into battle at a moment's notice. Serving Bow with utmost loyalty, Arrow carries not only his master but several quivers full of magical arrows, each with their own unique properties. He carried Bow into many great battles both on Etheria and later on Eternia after several members of the Great Rebellion followed Hordak through the Laser Gate to aid the Masters of the Universe. During the Second Ultimate Battleground Arrow saved the lives of many heroic warriors with his swift moves through the air and on the ground.

**VINTAGE VAULT** The vintage Arrow figure was released as part of the original Princess of Power toyline's first wave in 1986. The blue horse featured a removable saddle with wings and rooted hair at the mane and tail. The figure had zero articulation.



**HORSE OF A DIFFERENT COLOR** The vintage Arrow figure was blue (thus explaining his tagline, "True Blue Horse Flies Bow to Victory"). Like Swiftwind before him, however, Mattel opted to follow Arrow's Filimation POP cartoon design when it came to his MOTUC release. In the cartoon, Arrow was a cream-colored horse with a short orange mane and no wings.

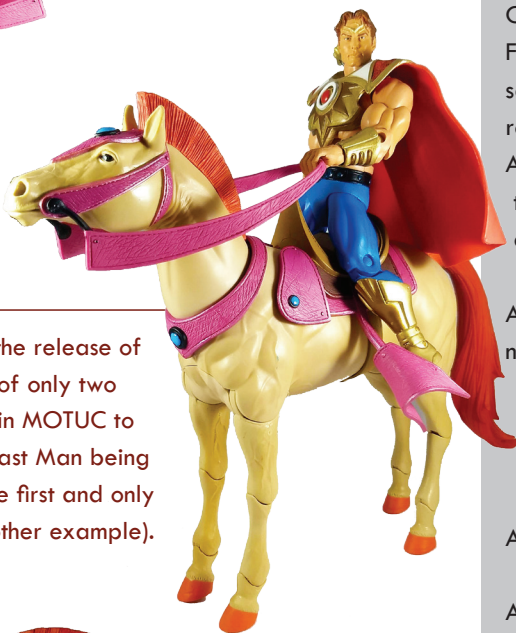


**MOTUC #161 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$35  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (November 17, 2014) • **RELEASE TYPE** Beast Figure





**TAKING FLIGHT** Arrow came with two “plugs” that fit into the holes where the wings attached, allowing for a more convincing transition between horse and pegasus (unlike Swiftwind, who was left with permanent holes when his wings were removed). Since Arrow didn’t have wings in the Filmation POP cartoon, the figure’s wings were colored similarly to the wings on the vintage Arrow action figure.

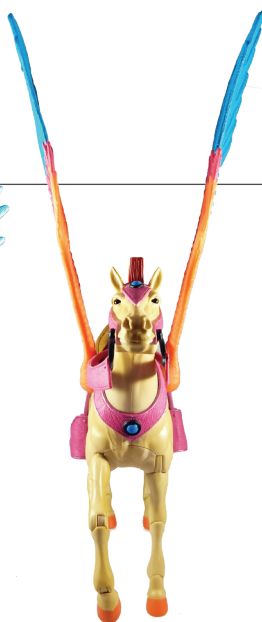


**BOW AND ARROW** With the release of Arrow, Bow became one of only two secondary characters in MOTUC to receive a steed (Beast Man being the first and only other example).



### A HORSE IS A HORSE

Arrow obviously utilized a lot of Swiftwind’s existing parts, but he was given a new head, neck, and saddle (complete with stirrups).



### TRIVIA

The following copy was written for Arrow’s sales page on MattyCollector.com: “Every Arrow belongs with a Bow... this winged horse carries his master into glorious battle in service of the Great Rebellion! Based on his appearance in the Filmation series, Arrow comes with removable saddlebags that attach to his sides, and optional removable wings. Most 6” MOTUC figures can ride Arrow, but he belongs with his true master, Bow, as together they brave battles in the Great Rebellion and on the Second Ultimate Battleground!”



Arrow’s headgear and bridle were not removable, nor was the decorative collar around his neck.

While the vintage Princess of Power line saw the release of eight different horse figures (all sharing the same mold), only two of them — Arrow and Swiftwind — were released in MOTUC.

Arrow made his animated debut in the very first episode (“Into Etheria”) of *She-Ra: Princess of Power* and went on to appear in 19 episodes total. In the series bible, he was named Streak. In early drafts of the first episode’s script, he was referred to first as Firehoof, then as Allegro.

Featured on Arrow’s cardback were Bow, Adora, Castaspella, Jewelstar, Tallstar, and Starla.



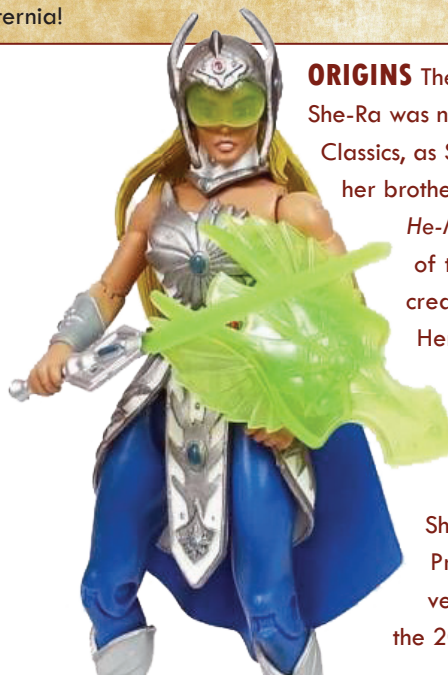


# SHE-RA

## Galactic Protector



**REAL NAME** Adora of the House of Randor **BIO** After years of fighting the Space Mutants and Horde Empire, the Protectors drew a truce with Skeletor to stop Horde Prime once and for all. After He-Man and Skeletor were blasted by Prime's vortex beam, She-Ra was left alone against his might. Calling upon the Honor of Grayskull, She-Ra sapped magiks from Prime's armor, ending the spell that prolonged his and all Horde members' extended life spans. In an exception to her policy to protect all life, Adora smote Prime's body against his own throne, forever ending the threat of the Horde Empire! But in doing so, Prime's evil soul lashed out at her, binding itself to her armor. Overwhelmed by darkness, She-Ra once again became Despara, the evil warrior-queen persona she originally created under Shadow Weaver's spells. Unleashed again, Despara resurrected Skeletor and helped bring about the Fall of Eternia!



**ORIGINS** The concept of a "Galactic Protector" She-Ra was new with Masters of the Universe Classics, as She-Ra never appeared alongside her brother in the 1990 *New Adventures of He-Man* cartoon. Introducing this version of the character allowed Mattel to create an all-new design for She-Ra. Her silver and blue deco mirrored Galactic Protector He-Man's gold and blue deco quite well, while the patterns on her costume also harkened back to the vintage She-Ra figure. Creating a Galactic Protector She-Ra also gave Mattel a version of the character to include in the 2014 Club Etheria subscription.



### ACCESSORIES



### EYE PROTECTION

She-Ra's visor, which was made of translucent green plastic, was removable. The visor simply slipped in place under the rim of her helmet.



**MOTUC #162 • AFFILIATION** Galactic Protectors • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$35  
**• ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (November 17, 2014) • **RELEASE TYPE** Carded Figure



## WELL ARMED

She-Ra came with a sword cast in translucent green plastic that matched Galactic Protector He-Man's sword.



**SHIELD ME** She-Ra's shield, which had an eagle motif, was also cast in translucent green plastic.



**GUNS OUT** She-Ra's gun and holster (which was removable) were first released with the Adora figure.



**STORAGE SPACE** There was a slot on the back of She-Ra's cape for storing her sword. Her cape and collar piece were removable (after first popping off the figure's head), but her helmet was not.



**READ ALL ABOUT IT** The Galactic Protector version of She-Ra made her debut in the mini-comic "He-Man & Skeletor! Their Final Battle!," which shipped with the Unnamed One figure in March of 2014.

## TRIVIA

The following copy was written for Galactic Protector She-Ra's sales page on MattyCollector.com: "Her quest to protect



Eternia doesn't stop at the edge of the universe, so the Princess of Power takes the fight wherever the threat exists! In honor of the 30<sup>th</sup> Anniversary of She-Ra, this brand new version designed by the Four Horsemen joins 2013's New Adventures He-Man and 2014's New Adventures Skeletor. Together they form a trio of awesome action opportunities! She-Ra comes with New Adventures-style sword of protection, snap-on energy shield, removable blaster with holster, and an awesome space helmet with removable goggles."

This version of She-Ra utilized the standard female shoulders, biceps, hands, and upper legs, as well as Bubble Power She-Ra's bracers and boots.

Pictured on Galactic Protector She-Ra's cardback were Galactic Protector He-Man, Hydron, Slush Head, Flogg, and Intergalactic Skeletor.





# BATTLE RAM

## Mobile Launcher



**BIO** The wheels of the Battle Ram churned dirt and soot into the air as it rolled across the Dark Hemisphere. Geysers of scarlet magma spewed from the sulfurous fissures which dotted the treacherous terrain. Small reptilian creatures, startled by the massive vehicle's approach, scrambled to get out of its way. Squinting, Man-At-Arms pressed on. He would not rest until his friend Lizard Man was saved from the terrible fate Beast Man had in store for him. He considered detaching the Sky Sled, but opted for a more direct approach when he saw that Lizard man was manacled to one of the mountain's outcroppings. There, a vicious monster from Eternian legend loomed over the reptilian hero, saliva dripping from its ravenous maw. Duncan gritted his teeth and whispered, "Zuva-Rex." Without hesitation, Man-At-Arms fired a searing laser blast at the beast. The Zuva-Rex stumbled, through it was only momentarily stunned. Furious, it turned its hateful gaze on Man-At-Arms. Duncan merely smirked in return, then launched a battering ram directly at the monster...

(CONTINUED IN WAR SLED BIO, PAGE 583)



**VINTAGE VAULT** The Battle Ram (left) was the very first vehicle released in the vintage Masters of the Universe toyline, coming out in the first wave in 1982. The four-wheeled vehicle could carry two figures, featured a spring-loaded missile launcher, and had a front end that could detach to become the flying "Sky Sled."

**SPLITS** Just like the vintage toy, the MOTUC Battle Ram could be split in two, with the front end becoming the Jet Sled (or "Sky Sled," as it was called in the vintage toyline).



**MOTUC #163 • AFFILIATION None • SUBSCRIPTION N/A • PRICE \$110**

**ORIGINAL RELEASE** [MattyCollector.com](http://MattyCollector.com) (November 17, 2014) • **RELEASE TYPE** Boxed Vehicle and Figure



**IT TAKES TWO** There was room on the Battle Ram for two riders, with control panels and handles for both, as well as foot pegs to keep the standing rear rider in place. The red missile launched with the push of a button, just like the vintage toy.



## TRIVIA

The following copy was written for the Battle Ram's sales page on MattyCollector.com: "Sometimes you have to move mountains to protect your planet... make it happen with the Battle Ram. This all-new fan-demanded vehicle comes complete with real rolling wheels and a projectile launcher, and will accept most MOTUC figures in the driver seat or on the back handle grips. The front Snake Head Jet Sled piece detaches and is interchangeable with the Griffin Head front piece from the 2013 Sky High with Jet Sled set. Now collectors can recreate the true vintage Battle Ram! Also included is an all-new version of Man-At-Arms featuring a 200X-inspired helmetless ponytail head, double arm armor, Filmation-style boots, mace, a pistol, and a snap-on sword. Parts can be mixed and matched with the 2009 Man-At-Arms and the 2012 Snake Man-At-Arms figures."



**TAKE TWO** The Battle Ram's Jet Sled featured an evil serpent's head, while the previously-released, stand-alone Jet Sled featured a heroic griffin head. Both were compatible with the Battle Ram.

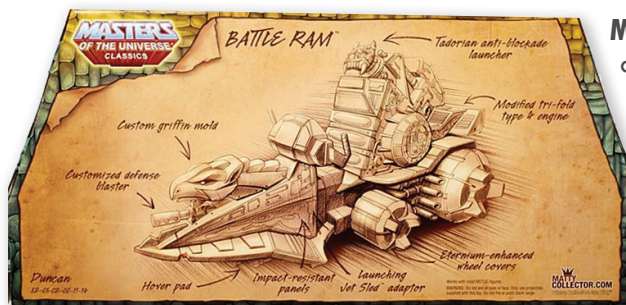
**IT FIGURES** The included Man-At-Arms figure featured a new, unhelmeted head sculpt with ponytail, a look he sported frequently in the 200x MYP MOTU cartoon. The figure was otherwise made with existing Man-At-Arms parts, the right arm and shoulder armor from the Palace Guards, and Skeletor's boot tops. An official bio for this version of Man-At-Arms (dubbed "Reawakened Man-At-Arms") was revealed on He-Man.org on January 5, 2020 and can be found on page 592.



The vintage Battle Ram relied heavily on stickers for its coloring and details, but all of these stickers were converted into raised reliefs with paint detailing for the MOTUC version.

The mace, pistol, and sword had been previously released with the original Man-At-Arms figure, while the silver mace was originally released with the Eternian Palace Guards.

The Battle Ram bio (see *previous page*) was revealed on He-Man.org on January 27, 2020. The serpent-headed version of the Sky Sled, dubbed the "War Sled," was revealed on He-Man.org on February 3, 2020 (see page 592).



**MAN-AT-WORK** The artwork on the back of the Battle Ram box was "signed" by Duncan, indicating that this sketch was actually drawn by Man-At-Arms.





# GWILDOR

## Heroic Creator of the Cosmic Key



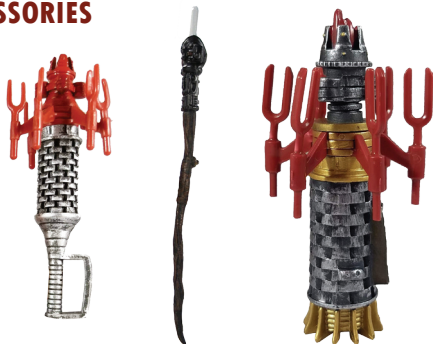
**REAL NAME** Gwildor **BIO** A Vejulan Gwitthrol Troll from Tundaria, Gwildor stood out in his clan for his great intellect and curiosity. Sent to study in Eternos, he attended Grimhammer University and studied under many great Eternian inventors, archeologists and magicians. Settling in a small village near Paleezea, Gwildor lived a solitary life until he created his greatest invention, the Cosmic Key, a device that could harness Universal Energy to open portals in space. Combined with the Magic of Central Tower, the Key could also be used to move through time itself. Hunted for his creation, Gwildor was forced to activate the cosmic key to escape to Earth! Eventually faking his own death, he traveled forward in time to a period when Temporal Travel was protected by powerful agents and his life would no longer be in constant danger.

**VINTAGE VAULT** The vintage Gwildor action figure (right) was released in the original toyline's sixth wave in 1987 and came armed with the Cosmic Key.



**SILVER SCREEN** Gwildor was a character created for the 1987 live-action *Masters of the Universe* movie. He was the second of the movie figures to be released in MOTUC (the first being Blade nine months earlier) and was followed by Saurod in 2015 and Karg in 2018.

### ACCESSORIES



**MOTUC #164 • AFFILIATION** Heroic Warriors • **SUBSCRIPTION** Club Eternia 2014 • **PRICE** \$35  
**• ORIGINAL FIGURE RELEASE** [MattyCollector.com](http://MattyCollector.com) (December 15, 2014) • **RELEASE TYPE** Carded Figure



**THAT'S THE KEY** Gwildor came packaged with two versions of the Cosmic Key. The smaller, hand-held version was the same accessory that shipped with Preternia Disguise He-Man, repainted in vintage toy colors.



**TWICE AS NICE** The “prototype” version of the Cosmic Key was larger than the first and was designed to more accurately reflect the on-screen look of the device.

**WELL STAFFED** Gwildor’s third accessory was his staff, which was based on the weapon he carried in the movie.



**SIZE MATTERS** Gwildor was one of the shortest single-carded figures in the line, measuring about 3.5” tall.

## COSMIC KEY

### The Ultimate Invention

Designed by the brilliant inventor Gwildor, the Cosmic Key could tap into the harmonic frequencies of the universe to create portals across time and space. During a fight to possess it, He-Man and Skeletor were accidentally transported to alien worlds across the universe, from the lifeless metal gears of Robotica to the hot wilderness of the African Serengeti. While Skeletor tried to crush his foe with a stampeding herd of elephants, He-Man made allies of a brave tribesman and a mighty lion. Though they returned to Eternia with He-Man victorious, the Sorceress considered the key too dangerous to leave in the open, so for years she stored it within Castle Grayskull while Gwildor went into hiding. He-Man’s son Prince Dare later learned the Key could access corridors between dimensions, and that a prototype had enabled the Unnamed One to break the last barrier trapping him in the Nameless Dimension. A future faction called the Time Agents finally used the Cosmic Key to protect the universe from threats by time-traveling wizards and rogues.



## TRIVIA

The following copy was written for Gwildor’s sales page on MattyCollector.com: “He cleverly created the Cosmic Key... and inadvertently aided the enemies of Eternia! This time-traveling Thenurian is based on the character from the 1987 movie. Good-hearted Gwildor transports himself into the MOTUC lineup with his walking staff and two cosmic keys, one in the vintage toy colors and the other based on the movie.”



Gwildor had limited articulation: the standard ball-jointed neck, ball shoulders, hinge-and-swivel elbows, swivel wrists, hinge hips, boot twists, and hinged ankles. His leg articulation was hindered by his robes.

To cover the cost of Gwildor’s all-new tooling, Mattel released him on an oversized card and charged \$35 for the figure when regular figures still cost \$25.

Pictured on Gwildor’s cardback were the Goddess, King He-Man, The Mighty Spector, Clamp Champ, Horde Prime, and a Horde Trooper.





# MERMISTA

## Mermaid Friend of She-Ra



### ACCESSORIES



**REAL NAME** Elaysia **BIO** Water maiden of Etheria, Mermista loves to spend time on both land and sea but makes her home in the hidden Crystal Falls. She has the power over water and all creatures of the sea. From thunderous crashing waves to gentle life-giving streams, are all within her power. She also has the power to spray magical waters at her foes. Equally happy to frolic beneath the pale blue sky or swim the depths of the deep blue sea, she is happiest when she visits She-Ra and her friends. When the Horde threatens to spoil the fun, Mermista mist-i-fles her foes with her magic spraying necklace. During the Second Ultimate Battleground she was confronted by the evil Mer-Man of Eternia and was forced to behead him with his own trident to protect her life. Mermista prefers peace, but when evil arises, this warrior maiden of the sea will fight to protect her friends.



**VINTAGE VAULT** The vintage Mermista action figure (*right*) was released in the Princess of Power toyline's second wave in 1986. The figure, which came equipped with a green shell backpack, comb, and shield, featured a body stocking that covered her legs, simulating the look of a mermaid's tail. While the MOTUC Mermista figure's belt and necklace designs followed the look of the vintage action figure, her hair, face, and bracer designs adhered very closely to her look in the Filmation *She-Ra: Princess of Power* cartoon.



### THAR SHE BLOWS

Mermista came equipped with a shell horn, which was based on the green shell backpack included with her vintage action figure.

**MOTUC #165 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION Club** Eternia 2014 • **PRICE** \$25  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2014) • **RELEASE TYPE** Carded Figure



**SHE KNOWS HOW TO USE THEM** > Unlike the vintage figure, which sported a fishtail “stocking” that slipped over the figure’s legs, MOTUC Mermista came with a swappable lower body to replicate both her mermaid and her “human” forms.



**< TAKING A STAND** Mermista came equipped with a stand, made of translucent plastic, which clipped onto the back of her tail, allowing the figure to stand while in mermaid form. It was designed to be mostly hidden when the figure was viewed from the front.



**SHIELD ME** Just like the vintage action figure, Mermista came armed with a green version of the She-Ra shield with an inset green “jewel.”

**HANG TEN** One of Mermista’s more subtle and clever design elements was her hair, which was sculpted to look like waves of water.



**ALTERNATE VIEWS** Mermista utilized the standard female shoulders, biceps, hands, upper legs, and feet. All other pieces were newly sculpted.

## TRIVIA

The following copy was written for Mermista’s sales page on MattyCollector.



com: “She’s no chicken of the sea: this mighty mermaid bravely fights with She-Ra and the rebels of Etheria. She has quite a tale to tell... and quite a tail. The princess of Salineas stands strong with a set of legs, and also arrives with an interchangeable articulated tail and posing stand. She comes ready for action with her vintage-style sand ram horn and shield.”

Glitter was mixed into the paint used on Mermista’s tail, giving the figure’s lower half a sparkly, “wet” look.

The figure’s tail articulation included a hinge below the waist (allowing for seated poses), a hinge and swivel joint at the “knees,” as well as a hinge and swivel joint above the fin.

Pictured on Mermista’s cardback were Bow, Glimmer, She-Ra, Frosta, Castaspella, and Mer-Man.





# SPINNERELLA

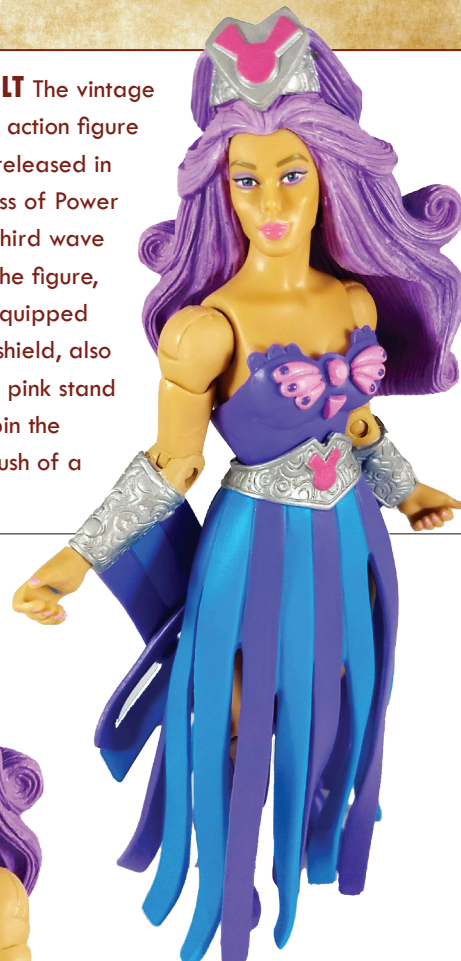
## Dizzying Defender



**REAL NAME** Cynthia **BIO** With the power to travel very fast across the ground, Spinnerella is very flighty and often confused as one would expect from somebody who travels as she does. She always spins round and round much like a powerful whirlwind. She is totally faithful to She-Ra and honest with everyone she meets. The Great Rebellion calls on Spinnerella to deliver important messages to their loyal friends. She has a spiral fringe skirt and long turquoise and lavender spirals which hang from her cuffs. When she whirls through Etheria these decorations whip around to knock down all who come near!



**VINTAGE VAULT** The vintage Spinnerella action figure (left) was released in the Princess of Power toyline's third wave in 1987. The figure, which was equipped with a pink shield, also came with a pink stand that would spin the figure with the push of a lever.



**DESIGN DECISIONS** The MOTUC Spinnerella's headdress, silver belt and bracers, and two-tone tassels were all clearly inspired by her vintage action figure, while the shape of the figure's hair and the design of her face harkened back to her Filmation POP appearance.

### ACCESSORIES



**MOTUC #166 • AFFILIATION** The Great Rebellion • **SUBSCRIPTION** Club Etheria 2014 • **PRICE** \$30  
**• ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2014) • **RELEASE TYPE** Carded Figure





**YOU SPIN ME RIGHT ROUND** The vintage Spinnerella figure came with a base that would make the figure spin, causing her fabric tassels to fly. The MOTUC version did not come with a spinning base, and her tassels were made from sculpted plastic.



**SHIELD ME** Like her vintage predecessor, MOTUC Spinnerella came with a pink version of the She-Ra shield, although the sculpt of her bracers and tassels made it difficult to clip the shield in place.



**WELL-ARMED** Spinnerella's other accessory was a repainted version of the spear that came with the Goddess figure.



**HAIR TODAY** The vintage Spinnerella action figure sported a tiara and top knot that her animated design lacked. In order to replicate both looks, the figure's tiara and top knot were removable. This part was held in place by a separate ponytail piece that plugged into the back of the figure's head.



## TRIVIA



The following copy was written for Spinnerella's sales page on [MattyCollector.com](http://MattyCollector.com): "Round and round and round she goes, wherever she stops, watch out, 'cause it's bad news for enemies of the Great Rebellion! Any way you spin it, she's one of the most long-awaited and fan favorite figures. She finally joins gal pal Netossa and the rest of the rebels ready to defend Etheria. Her trademark skirt features double sided ribbons for maximum whirlwind effect, and she arrives with her classic POP shield and Goddess spear."

Due to the cost of the individual paint applications to Spinnerella's tassels, the figure retailed for \$30, which was \$5 more than other figures at the time.

Spinnerella utilized the standard female shoulders, biceps, hands, and feet, as well as Flutterina's bodice and boots.

Pictured on Spinnerella's cardback were Jewelstar, Tallstar, Starla, She-Ra, and Frosta.

